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1 [Catmull-Clark subdivision for geometry shaders](#)



Maxim Kazakov

October 2007 AFRI GRAPH '07: Proceedings of the 5th international conference on Computer graphics, virtual reality, visualisation and interaction in Africa

Publisher: ACM

Full text available: [pdf\(6.45 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 43, Downloads (12 Months): 243, Citation Count: 0

Subdivision surfaces possess many appealing properties applicable to interactive computer graphics. However, the necessity to access a variable-sized neighborhood in a control mesh makes it difficult to efficiently accelerate tessellation calculations ...

Keywords: Catmull-Clark subdivision, embedded graphics hardware, geometry shader

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1 [An accelerating splatting algorithm based on multi-texture mapping for volume](#)



[rendering](#)

Han Xiao, De-Gui Xiao

November 2006 GRAPHITE '06: Proceedings of the 4th international conference on
Computer graphics and interactive techniques in Australasia and Southeast
Asia

Publisher: ACM

Full text available: [pdf\(134.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 58, Citation Count: 0

Texture-mapping hardware has been successfully exploited for volume rendering. In this paper, we combine splatting method with 2D texture mapping efficiently and propose an algorithm for footprint algorithm based volume rendering accelerated by multi ...

Keywords: footprint, multi texture blending, splatting, volume render





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1 [Multi-grained level of detail using a hierarchical seamless texture atlas](#)



Krzysztof Niski, Budirijanto Purnomo, Jonathan Cohen

April 2007 13D '07: Proceedings of the 2007 symposium on Interactive 3D graphics and games

Publisher: ACM

Full text available: [pdf\(2.43 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 175, Citation Count: 0

Previous algorithms for view-dependent level of detail provide local mesh refinements either at the finest granularity or at a fixed, coarse granularity. The former provides triangle-level adaptation often at the expense of heavy CPU usage and low triangle ...

Keyw ords: [geometry image](#), [level of detail](#), [out-of-core](#), [parametrization](#), [texture atlas](#)

2 [Hardware-software-balanced resampling for the interactive visualization of unstructured gri](#)

Manfred Weiler, Thomas Ertl

October 2001 VIS '01: Proceedings of the conference on Visualization '01

Publisher: IEEE Computer Society

Full text available: [pdf\(752.18 KB\)](#) [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 24, Citation Count: 3

In this paper we address the problem of interactively resampling unstructured grids. Three algorithms are presented. They all allow adaptive resampling of an unstructured grid on a multiresolution hierarchy of arbitrarily sized cartesian grids according ...

3 [Texture synthesis over arbitrary manifold surfaces](#)



Li-Yi Wei, Marc Levoy

August 2001 SIGGRAPH '01: Proceedings of the 28th annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available: [pdf\(2.41 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)


Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 77, Citation Count: 46


Algorithms exist for synthesizing a wide variety of textures over rectangular domains. However,

remains difficult to synthesize general textures over arbitrary manifold surfaces. In this paper, we present a solution to this problem for surfaces defined ...

Keywords: curves & surfaces, texture mapping, texture synthesis


4 Level-of-detail volume rendering via 3D textures



 Manfred Weiler, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, Thomas Ertl
October 2000 VVS '00: Proceedings of the 2000 IEEE symposium on Volume visualization
Publisher: ACM

Full text available:  pdf(1.04 MB) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 85, Citation Count: 13

5 Parallel controllable texture synthesis

 Sylvain Lefebvre, Hugues Hoppe
July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3
Publisher: ACM

Full text available:  pdf(1.98 MB)  mov(25:6 MIN) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)


Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 211, Citation Count: 9

We present a texture synthesis scheme based on neighborhood matching, with contributions in the following areas: parallelism and control. Our scheme defines an infinite, deterministic, aperiodic texture, from which windows can be computed in real-time on a GPU. ...

Keywords: Gaussian stack, coordinate jitter, data amplification, neighborhood matching, runtime content synthesis, synthesis magnification

6 Lapped textures

Emil Praun, Adam Finkelstein, Hugues Hoppe
July 2000 SIGGRAPH '00: Proceedings of the 27th annual conference on Computer graphics and interactive techniques
Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  pdf(9.11 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)


Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 73, Citation Count: 68

We present for creating texture over an surface mesh using an example 2D texture. The approach is to identify interesting regions (texture patches) in the 2D example, and to repeatedly paste them onto the surface until it is completely ...

Keywords: parametrizations, texture mapping, texture synthesis

7 Texture mapping 3D models of real-world scenes

 Frederick M. Weinhaus, Venkat Devarajan
December 1997 ACM Computing Surveys (CSUR), Volume 29 Issue 4
Publisher: ACM

Full text available:  pdf(1.98 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 43, Downloads (12 Months): 503, Citation Count: 0

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with

very little effort. Over the last decade, texture-mapping ...

Keyw ords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

8 Parallel controllable texture synthesis



Sylvain Lefebvre, Hugues Hoppe

July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers

Publisher: ACM

Full text available: pdf(1.98 MB) mov(25:6 MIN) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 211, Citation Count: 9

We present a texture synthesis scheme based on neighborhood matching, with contributions in areas: parallelism and control. Our scheme defines an infinite, deterministic, aperiodic texture, from which windows can be computed in real-time on a GPU. ...

Keyw ords: Gaussian stack, coordinate jitter, data amplification, neighborhood matching, runtime content synthesis, synthesis magnification

9 Globally smooth parameterizations with low distortion



Andrei Khodakovsky, Nathan Litke, Peter Schröder

July 2003 SIGGRAPH '03: ACM SIGGRAPH 2003 Papers

Publisher: ACM

Full text available: pdf(7.26 MB) mov(21:29 MIN) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 146, Citation Count: 19

Good parameterizations are of central importance in many digital geometry processing tasks. Typically the behavior of such processing algorithms is related to the smoothness of the parameterization and how much distortion it contains. Since a parameterization ...

Keyw ords: compression, parameterization, rate distortion, resampling, smoothness

10 Image Space Advection on graphics hardware



Markus Grabner, Robert S. Laramée

May 2005 SCCG '05: Proceedings of the 21st spring conference on Computer graphics

Publisher: ACM

Full text available: pdf(476.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 38, Citation Count: 0

The scientific visualization and computer graphics communities have witnessed a tremendous rise in graphics processing unit (GPU) related literature and methodology recently. This is due in part to the rapidly increasing processing speed offered by graphics ...

Keyw ords: GPU programming, flow visualization, graphics hardware, textures, vector field visualization

11 GoLD: interactive display of huge colored and textured models

Louis Borgeat, Guy Godin, François Blais, Philippe Massicotte, Christian Lahanier



July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3

Publisher: ACM

Full text available: pdf(520.41 KB) mov(25:2 MIN) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 32, Downloads (12 Months): 165, Citation Count: 2

This paper presents a new technique for fast, view-dependent, real-time visualization of large multiresolution geometric models with color or texture information. This method uses geomorph to smoothly interpolate between geometric patches composing ...

Keyw ords: geomorphing, level-of-detail, multi-resolution geometric modeling, out-of-core rendering, texture mapping, view-dependent rendering, visualization

12 [A fast relighting engine for interactive cinematic lighting design](#)

Reid Gershbein, Pat Hanrahan

July 2000 SIGGRAPH '00: Proceedings of the 27th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(596.95 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index term](#)

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 110, Citation Count: 9

We present new techniques for interactive cinematic lighting design of complex scenes that use procedural shaders. Deep-framebuffers are used to store the geometric and optical information the visible surfaces of an image. The geometric information ...

Keyw ords: animation, illumination, image-based rendering, optics, rendering, rendering hardware, texture mapping

13 [Globally smooth parameterizations with low distortion](#)



Andrei Khodakovsky, Nathan Litke, Peter Schröder

July 2003 ACM Transactions on Graphics (TOG), Volume 22 Issue 3

Publisher: ACM

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Good parameterizations are of central importance in many digital geometry processing tasks. Typically the behavior of such processing algorithms is related to the smoothness of the parameterization and how much distortion it contains. Since a parameterization ...

Keyw ords: compression, parameterization, rate distortion, resampling, smoothness

14 [Surfels: surface elements as rendering primitives](#)

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross

July 2000 SIGGRAPH '00: Proceedings of the 27th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.


Full text available: pdf(500.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)



Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 129, Citation Count: 97

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit ...

Keywords: rendering systems, texture mapping

15 [GoLD: interactive display of huge colored and textured models](#)

 Louis Borgeat, Guy Godin, François Blais, Philippe Massicotte, Christian Lahanier
July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM


Full text available:  [pdf\(520.41 KB\)](#)  [mov\(25:2 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

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This paper presents a new technique for fast, view-dependent, real-time visualization of large multiresolution geometric models with color or texture information. This method uses geomorph to smoothly interpolate between geometric patches composing ...

Keywords: geomorphing, level-of-detail, multi-resolution geometric modeling, out-of-core rendering, texture mapping, view-dependent rendering, visualization

16 [Spherical parametrization and remeshing](#)

 Emil Praun, Hugues Hoppe
July 2003 SIGGRAPH '03: ACM SIGGRAPH 2003 Papers
Publisher: ACM

Full text available:  [pdf\(28.33 MB\)](#)  [mov\(25:11 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 159, Citation Count: 24

The traditional approach for parametrizing a surface involves cutting it into charts and mapping these piecewise onto a planar domain. We introduce a robust technique for directly parametrizing a genus-zero surface onto a spherical domain. A key ingredient ...

Keywords: geometry images, meshes, remeshing, texture mapping

17 [Spherical parametrization and remeshing](#)

 Emil Praun, Hugues Hoppe
July 2003 ACM Transactions on Graphics (TOG), Volume 22 Issue 3
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The traditional approach for parametrizing a surface involves cutting it into charts and mapping these piecewise onto a planar domain. We introduce a robust technique for directly parametrizing a genus-zero surface onto a spherical domain. A key ingredient ...

Keywords: geometry images, meshes, remeshing, texture mapping

18 [Hardware-accelerated point-based rendering of complex scenes](#)

Liviu Coconu, Hans-Christian Hege
July 2002 EGRW '02: Proceedings of the 13th Eurographics workshop on Rendering
Publisher: Eurographics Association

Full text available:  [pdf\(1.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 75, Citation Count: 7

High quality point rendering methods have been developed in the last years. A common drawback

of these approaches is the lack of hardware support. We propose a novel point rendering technique that yields good image quality while fully making use of hardware ...

19 [Shear-image order ray casting volume rendering](#)



Yin Wu, Vishal Bhatia, Hugh Lauer, Larry Seiler

April 2003 13D '03: Proceedings of the 2003 symposium on Interactive 3D graphics

Publisher: ACM

Full text available: pdf(4.43 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 123, Citation Count: 5

This paper describes shear-image order ray casting, a new method for volume rendering. This method renders sampled data in three dimensions with image quality equivalent to the best of ray per-pixel volume rendering algorithms (full image order), while ...

Keywords: base plane, image order, ray casting, shear warp, shear-*image* order, volume rendering

20 [Forward rasterization](#)



Voicu Popescu, Paul Rosen

April 2006 ACM Transactions on Graphics (TOG), Volume 25 Issue 2

Publisher: ACM

Full text available: pdf(1.04 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 168, Citation Count: 0

We describe forward rasterization, a class of rendering algorithms designed for small polygonal primitives. The primitive is efficiently rasterized by interpolation between its vertices. The interpolation factors are chosen to guarantee that each pixel ...

Keywords: 3D warping, antialiasing, point-based modeling and rendering, rasterization, render pipeline

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